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- 1 It's all in the words: supporting work activities with lightweight tools 82%
 Elizabeth F. Churchill , Sara Bly
 Proceedings of the international ACM SIGGROUP conference on Supporting group work November 1999

The development of tools to support synchronous communications between non-collocated colleagues has received considerable attention in recent years. Much of the work has focused on increasing a sense of co-presence between interlocutors by supporting aspects of face-to-face conversations that go beyond mere words (e.g. gaze, postural shifts). In this regard, a design goal for many environments is the provision of as much media-richness as possible to support non-collocated communication. I ...

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http://portal.acm.org/results.cfm?coll=portal&dl=ACM&CFID=3472318&CFTOKEN=33008695

- 2 Demonstration Papers: Smoke and mirrors 77%
 Sheldon Brown
 Proceedings of the 2003 symposium on Interactive 3D graphics April 2003

Smoke and Mirrors is an artwork created by Sheldon Brown that is now on exhibit at Reuben H. Fleet Science Center in San Diego. Smoke and Mirrors allows two to six visitors at a time to enter into a shared virtual environment through their own projected computer graphic media portal. The environment engages viewers in a series of activities drawn from the cultural and social history of tobacco usage. Participants first have their faces 3-dimensionally scanned. Then they find which of the k ...


- 3 Business: the 8th layer: Talk is cheap 77%
 Esther Schindler
 netWorker March 2003
 Volume 7 Issue 1

Online communities are more than hobbyist sites where consumers gather. Increasingly, they're becoming a business necessity.

- 4 Session 6: MVIP-II: a protocol for enabling communication in collaborative virtual environments 77%
 John Robinson , Sarah Dumoulin , John Stewart

Proceeding of the eighth international conference on 3D web technology March 2003

This paper presents the second edition of our multicast protocol designed to enable shared virtual worlds. This second release was undertaken to provide an interaction methodology with other participants of a shared virtual world. These virtual world participants can be either human-controlled, or algorithmically controlled content delivery avatars.


- 5 Session 5: A multi-user virtual environment system with extensible animations 77%
 Yi-Lin Liu , Tsai-Yen Li

Proceeding of the eighth international conference on 3D web technology March 2003

Multi-user virtual environment (MUVE) systems integrate the technologies of virtual reality and distributed system to allow users to interact with each other in a realistic virtual environment.

However, due to the inflexibility in the current message protocol design, most of these systems can only allow a user to trigger canned animations in a sequential manner. In order to enable more flexible avatar animations, we propose to use XML as the language to design message protocol and extensible ani ...


6 Session 4: A framework for mobile-agents embodied in X3D networked virtual environment 77%

 Yoann Fabre

Proceeding of the eighth international conference on 3D web technology March 2003

In this paper we present a VRML oriented framework that aims to capture the key notions that underlie the extension of X3D toward multiuser and autonomous creatures. Our results can be understood in two ways. One can view the structure of the framework as an effort to identify general concepts with special emphasis on separation of concerns, that is to say, as a *design pattern*. One can also view the framework as a glue between the most recent technologies involved in the implementation of ...


7 Session 4: Behavior3D: an XML-based framework for 3D graphics behavior 77%

 Raimund Dachsel, Enrico Rukzio

Proceeding of the eighth international conference on 3D web technology March 2003

Success of 3D applications on the Web inherently depends on object behavior and interaction. Current Web3D formats often fall short in supporting behavior modeling. This paper introduces a flexible concept for declaratively modeling 3D object behaviors. Based on Extensible 3D (X3D) a node concept is suggested with object-oriented features such as inheritance, strong typing, and polymorphism. An XML-based language *Behavior3DNode* serves the interface definition of new nodes. Their implement ...

8 Session 4: Implementation of a scripting language for VRML/X3D-based embodied agents 77%


 Zhisheng Huang, Anton Eliëns, Cees Visser

Proceeding of the eighth international conference on 3D web technology March 2003

Embodied agents or humanoid avatars may effectively be used to communicate with human users. Currently there is a wide range of specification formalisms and scripting languages for embodied agents, many of which are of a somewhat ad hoc nature lacking clear semantics. In this paper, we discuss the implementation of a scripting language for humanoid avatars in VRML/X3D-based environments. The scripting language STEP is based on dynamic logic, which

provides a clear semantics for complex behaviora ...

9 Session 1: Viewpoint adaptation during navigation based on stimuli from the virtual 77%

 environment

Szilárd Kiss, Anton Nijholt

Proceeding of the eighth international conference on 3D web technology March 2003

We consider the possibility of automatically modifying the user's viewpoint orientation for the purpose of enhancing the navigation experience. We concentrate on outdoor virtual environments where the terrain is uneven as well as certain cases of indoor at environment floors, respectively on environments where focus-drawing objects and different types of obstacles exist. Most natural environments present these properties and virtual environments that are based on natural environments are in abun ...


10 Best Paper: Early experiences with a 3D model search engine 77%

 Patrick Min, John A. Halderman, Michael Kazhdan, Thomas A. Funkhouser

Proceeding of the eighth international conference on 3D web technology March 2003

New acquisition and modeling tools make it easier to create 3D models, and affordable and powerful graphics hardware makes it easier to use them. As a result, the number of 3D models available on the web is increasing rapidly. However, it is still not as easy to find 3D models as it is to find, for example, text documents and images. What is needed is a "3D model search engine," a specialized search engine that targets 3D models. We created a prototype 3D model search engine to investigate the d ...

11 A formal awareness model for 3D web-based collaborative environments 77%

 Pilar Herrero, Angélica de Antonio

ACM SIGGROUP Bulletin December 2000

Volume 21 Issue 3

The importance of an awareness model for a Virtual Environment has been underwritten by many studies and very interesting research has been undertaken in this CSCW research area. In this paper, we give a new interpretation of the set of key concepts and ideas, which have been used to define conventional awareness models in CVE's, for the purpose of building a formal model of awareness for 3D Web-based Collaborative Environments. At the same time, we will point out some limitations of current aware ...


12 Rendering: Applying game design theory to virtual heritage environments 77%

 Erik Champion

Proceedings of the 1st international conference on Computer graphics and interactive techniques in Australasia and South East Asia February 2003

Much literature has argued that interactive engagement in a computer medium is best demonstrated by games. With this in mind, this paper suggests certain techniques that virtual environments (especially cultural heritage ones) can learn from game design.

13 Interaction and VR: Interacting with the virtually recreated Peranakans 77%

 Meehae Song , Thomas Elias , Wolfgang Müller-Wittig , Tony K. Y. Chan

Proceedings of the 1st international conference on Computer graphics and interactive techniques in Australasia and South East Asia February 2003

Virtual Reality (VR) technology opens up many new possibilities. One of the new and upcoming areas this VR technology is rapidly being used for is in the Digital Heritage domain. With the abundant content and the need for preservation and conservation for cultural heritage, there has been an explosion of Digital Heritage projects worldwide. VR technology provides an important educational tool to recreate the cultural heritage content in an immersive high-quality 3D environment for the users to e ...

14 Session I: Content creation: A lightwave 3D plug-in for modeling long hair on virtual humans 77%

 Deborah Patrick , Shaun Bangay

Proceedings of the 2nd international conference on Computer graphics, virtual Reality, visualisation and interaction in Africa February 2003

Multimedia applications today make use of virtual humans. Generating realistic virtual humans is a challenging problem owing to a number of factors, one being the simulation of realistic hair. The difficulty in simulating hair is due to the physical properties of hair. The average human head holds thousands of hairs, with the width of each hair often smaller than the size of a pixel. There are also complex lighting effects that occur within hair. This paper presents a LightWave 3D plug-in for mo ...


15 Session H: Multimedia: A 2-D MPEG-4 multimedia authoring tool 77%

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 D. W. Viljoen , A. P. Calitz , N. L. O. Cowley

Proceedings of the 2nd international conference on Computer graphics, virtual Reality, visualisation and interaction in Africa February 2003

MPEG-4 is an ISO/IEC standard developed by MPEG and promises to be a revolutionary force in the multimedia market. MPEG-4 allows multimedia authors to create interactive multimedia content that can be streamed at variable bit rates over high and low bandwidth connections. The standard has the potential to bring interactive multimedia to a larger audience, for instance providing interactive television or streaming video to a cell phone. Any multimedia technology will only be successful if it is a ...

16 Invited speaker: Virtual heritage: technology in the service of culture 77%

 Alonzo C. Addison

Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage November 2001

From the Coliseum in Rome to the verdant landscape of the Loire Valley, the world's cultural heritage has withstood the test of time. Today though, the pace of progress --- from urban sprawl to pollution, neglect, conflict, and even tourism --- threatens these landmarks of our past at an ever-increasing pace. In recent years, rapid advances in digital technologies, from 3D graphics, to multimedia, and virtual reality, have given heritage new hope: from archaeology to architecture, emerging digit ...

17 Augmented reality and mobile systems II: Experiences from the use of a robotic avatar in a museum setting 77%




Maria Roussou , Panos Trahanias , George Giannoulis , George Kamarinos , Antonis Argyros , Dimitris Tsakiris , Pantelis Georgiadis , Wolfram Burgard , Dirk Haehnel , Armin Cremers , Dirk Schulz , Mark Moors , Elias Spirtoounias , Mika Marianthi , Vassilis Savvaides , Alexandra Reitelman , Dimitrios Konstantios , Andromachi Katselaki

Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage November 2001

Access to cultural exhibits is a central issue in museums and exhibition galleries that is recently approached under a new, technological perspective. Although the cultural industries' practices in the cases of museums and cultural exhibits have remained practically unchanged for long, in recent years we are witnessing a gradual adoption of media-technologies in various aspects,


such as collections archiving and digital document preservation, media- and Web-presentation, graphical animations, et ...

18 Augmented reality and mobile systems II: Meeting the spirit of history 77%

 Ursula Kretschmer , Volker Coors , Ulrike Spierling , Dieter Grasbon , Kerstin Schneider , Isabel Rojas , Rainer Malaka
Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage November 2001


This paper describes a research and development project for a novel technology, making the conveyance of cultural heritage during a historic sightseeing tour a unique experience. The cornerstones of this system are mobile augmented reality, including a hybrid tracking approach, intelligent queries to pose complex questions about geographical and historical knowledge, as well as a story engine to interactively run a digital story. This system involves the user in a thrilling story while exploring ...

19 Augmented reality and mobile systems II: Archeoguide: first results of an augmented reality, 77%

 mobile computing system in cultural heritage sites
Vassilios Vlahakis , John Karigiannis , Manolis Tsotros , Michael Gounaris , Luis Almeida , Didier Stricker , Tim Gleue , Ioannis T. Christou , Renzo Carlucci , Nikos Ioannidis
Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage November 2001

This paper presents the *ARCHEOGUIDE project (Augmented Reality-based Cultural Heritage On-site GUIDE)*. *ARCHEOGUIDE is an IST project, funded by the EU, aiming at providing a personalized electronic guide and tour assistant to cultural site visitors. The system provides on-site help and Augmented Reality reconstructions of ancient ruins, based on user's position and orientation in the cultural site, and realtime image rendering. It incorporates a multimedia database of cultural material for on ...*

20 Augmented reality and mobile systems I: Exciting understanding in Pompeii through on-site 77%

 parallel interaction with dual time virtual models
Daniela Scagliarini , Antonella Coralini , Erika Vecchietti , Tullio Salmon Cinotti , Luca Roffia , Stefania Galasso , Maurizio Malavasi , Massimiliano Pigozzi , Enrico Romagnoli , Fabio Sforza

Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage November 2001

Communication effectiveness and reconstruction validation are two important goals faced by archaeologists. This paper shows how these targets can be reached more easily by means of a mobile and user-centric fruition system designed with both the visitor's and the archaeologist's needs in mind. This system, called MUSE⁽¹⁾, consists of interactive multimedia tablets connected to a site control centre by a wireless link. Virtual models based on reconstructive hypotheses made by the archa ...